Having thus described my invention, I claim:

1. A dual wagering game method for a participant including substantially simultaneous participation in two mutually exclusive game components with a payoff being the product of the outcomes of the two game components, said method comprising:

recognizing a game terminating event;

making a first wager on the outcome of a first game component;

recognizing the initial value zero for an outcome accumulator value of a second game component;

making a first wager on the outcome of a second game component mutually exclusive of said first game component;

determining the outcome of said second game component;

determining the value of the outcome of said second game component;

adding the value of the outcome of said second game component to said outcome accumulator value of said second game component;

determining the outcome of said first game component;

determining the value of the outcome of said first game component; and

realizing a payoff equal to the product of said value to the outcome of said first game component and said outcome accumulator value of said second game component upon occurrence of said game terminating event.

2. The dual wagering game method for a participant as set forth in Claim 1, said second game component being repeatable and the method further comprising:

making a subsequent wager on the outcome of said second game component;

determining the outcome of said second game component;

determining the value of the outcome of said second game component;

adding the value of the outcome of said second game component to said

outcome accumulator value of said second game component; and

5   repeating the foregoing steps as desired until occurrence of said game terminating

event.

3.   The dual wagering game method for a participant as set forth in Claim 2

further comprising making a subsequent wager on said first game component for each subsequent

10   wager on said second game component.

4.   The dual wagering game method for a participant as set forth in Claim 2, prior

to said step of making a subsequent wager on the outcome of said second game component, the

method further comprising deciding whether to make a subsequent wager on the outcome of said

15   second game component.

5.   The dual wagering game method for a participant as set forth in Claim 1

wherein said game terminating event is selected from the group consisting of a preselected time

interval known to the participant, a preselected time interval unknown to the participant, a randomly

20   generated time interval known to the participant, a randomly generated time interval unknown to the

participant, a preselected number of completions of said second game component known to the

participant, a preselected number of completions of said second game component unknown to the

participant, a randomly generated number of completions of said second game component known

to the participant, a randomly generated number of completions of said second game component unknown to the participant, occurrence of a preselected independent event know to occur after commencement of said dual wagering game and also known to the participant, and occurrence of a preselected independent event know to occur after commencement of said dual wagering game but

5   unknown to the participant.

6.   The dual wagering game method for a participant as set forth in Claim 1 wherein said second game component comprises a game of chance utilizing gaming equipment selected from the group consisting of dice, cards, random number generators, wheels, revolving

10   reels, gaming machines, coin flips, races, athletic events, and events having independent chance outcomes.

7.   The dual wagering game method for a participant as set forth in Claim 6, said second game component being a wheel of chance.

8.   The dual wagering game method for a participant as set forth in Claim 1, said second game component being nonrepeatable.

9.   The dual wagering game method for a participant as set forth in Claim 1

20   wherein said first game component comprises a game of chance utilizing gaming equipment selected from the group consisting of dice, cards, random number generators, wheels, revolving reels, gaming machines, coin flips, races, athletic events, and events having independent chance outcomes.

10.   The dual wagering game method for a participant as set forth in Claim 9, said first game component being a gaming machine.

11.   A dual wagering game method for one or more participants based on simultaneous participation in two mutually exclusive game components with a payoff being the product of the game component outcomes, said method comprising the steps of:

establishing a game terminating event;

permitting each of one or more game participants to place a first wager on the outcome of a first game component common to all game participants;

storing the initial value zero for an outcome accumulator value of a second game component for each game participant, said second game component being unique to each game participant and being mutually exclusive of said first game component;

permitting each game participant to place a first wager on the outcome of said second game component;

determining a value to the outcome of said second game component for each participant;

summing the value of the outcome of said second game component to said outcome accumulator value of said second game component for each participant;

determining a value to the outcome of said first game component; and

paying a payoff to each game participant equal to the product of said value to the outcome of said first game component and said outcome accumulator value of

said second game component of each game participant upon occurrence of said game terminating event.

12.   The dual wagering game method for one or more participants as set forth in Claim 11, said second game component being repeatable and the method further comprising:

permitting each game participant to selectively place a subsequent wager on the outcome of a replay of said second game component;

displaying to each game participant the outcome of that participant's second game component;

registering a value to the outcome of said second game component for each participant;

summing the value of the outcome of said second game component to said outcome accumulator value of said second game component for each participant; and

allowing each game participant to repeat the foregoing steps as desired until occurrence of said game terminating event.

13.   The dual wagering game method for one or more participants as set forth in Claim 12 further comprising receiving from each game participant a subsequent wager on said first game component for each subsequent wager on said second game component.

14.   The dual wagering game method for one or more participants as set forth in Claim 12, prior to said step of permitting a subsequent wager on the outcome of a replay of said second game component, the method further comprising offering each game participant the option

to make a subsequent wager on the outcome of a replay of said second game component or to wait until the occurrence of said game terminating event.

15.   The dual wagering game method for one or more participants as set forth in Claim 11 wherein said game terminating event is selected from the group consisting of a preselected time interval known to the participant, a preselected time interval unknown to the participant, a randomly generated time interval known to the participant, a randomly generated time interval unknown to the participant, a preselected number of completions of said second game component known to the participant, a preselected number of completions of said second game component unknown to the participant, a randomly generated number of completions of said second game component known to the participant, a randomly generated number of completions of said second game component unknown to the participant, occurrence of a preselected independent event know to occur after commencement of said dual wagering game and also known to the participant, and occurrence of a preselected independent event know to occur after commencement of said dual wagering game but unknown to the participant.

16.   The dual wagering game method for one or more participants as set forth in Claim 11 wherein said second game component comprises a game of chance utilizing gaming equipment selected from the group consisting of dice, cards, random number generators, wheels, revolving reels, gaming machines, coin flips, races, athletic events, and events having independent chance outcomes.

17.   The dual wagering game method for one or more participants as set forth in Claim 16, said second game component being a wheel of chance.

18.   The dual wagering game method for one or more participants as set forth in Claim 11, said second game component being nonrepeatable.

19.   The dual wagering game method for one or more participants as set forth in Claim 11 wherein said first game component comprises a game of chance utilizing gaming equipment selected from the group consisting of dice, cards, random number generators, wheels, revolving reels, gaming machines, coin flips, races, athletic events, and events having independent chance outcomes.

20.   The dual wagering game method for one or more participants as set forth in Claim 19, said first game component being a slot machine.

21.   A method of playing a multiplier game in combination with a base game, said multiplier game being independent of said base game, said method comprising:

making a wager on an outcome of the base game thereby enabling a player to participate in the multiplier game;

making a wager on an outcome of the multiplier game;

determining whether the outcome of the base game comprises a winning outcome for said player wherein a prize amount is determined when the winning outcome is achieved in the base game;

allocating a multiplier value to the multiplier game, said multiplier value allocated from a plurality of multiplier values capable of being applied to said prize amount, wherein said player of the multiplier game is guaranteed to have said multiplier value applied to a prize amount won in the base game; and

5   determining a total prize amount for said player in the multiplier game wherein said player's total prize amount is equal to said prize amount won in the base game multiplied by said multiplier value.

22.   A system for playing a multiplier game in combination with a base game, said

10   multiplier game being independent of said base game, said system comprising:

a plurality of gaming device means for playing said base game;

a multiplier game gaming means for selecting a value to be multiplied by the outcome of each base game played on each base game gaming device means; and

a central processing unit means operatively interconnected with said base

15   game gaming means for facilitating the determination of a payout for each base game gaming means after said value is multiplied.

23.   The system as in claim 22, including means for summing the outcome of the winnings of the base game played on each base game gaming device over a preselected time

20   whereby said summed base game winnings are multiplied by said value.